

BEYOND THE FLANAESS

THE OERTH WORLD DEVELOPMENT PROJECT

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This project is dedicated to developing the areas outside the Flanaess in a Gazetteer-like fashion. Further, all articles will be added to the Oerth Journal as of OJ 26, which allows for about 6 months of writing and research time for authors. Subjects may be discussed in the Oerth Journal Writers Forums or online using mIRC or the java link here on Canonfire.

Simply connect to either the [#oerthjournal](#) or [#greytalk](#) channels on [irc.otherworlders.org](#)

We're currently using the following map located online. This map is a work-in-progress expanding from the Dragon Annual map.

<http://www.greyhawkonline.com/duicarthan/oerth.jpg>

The following sections have been assigned but by no means does this mean you cannot write in this region. The following sections have all the contacts for the Beyond the Flanaess project as well as the core aspects of each region from Dragon Annual 1.

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NATIONS AND EMPIRES

ANTARIA (TERRA ANAKERIS INCOGNITA)

Regional Coordinator(s): Rick "Duicarthan" Miller

Reference: Dragon Annual 1 (1996); pg. 72, unlabeled

Description: A region far off to the west in the Oceanum Titanicum once held in check by the evil lich archmagus, Hazeroth.

Placeholder names for feudal states of Antaria

Annexed North Territories of Bralak

Dismal Empire of Bralak

Elven Confederation of Q'uel Feythas

Republic of Dravenmore

Southern Territories of Talthelorn

Withered Imperium of His Exalted Presence, Tenmez

AQUARIA

Regional Coordinator(s): To be announced, point of contact - Frank Mentzer

Reference: Frank Mentzer's continent, unmapped and incomplete

Description: Need to find, catalogue, and ask Frank his permission to get this region back into the World of Oerth, currently not on the map!

BAKLUNISH WEST

Regional Coordinator(s): Ed "ephealy" Healy and Greg Vaughn

Reference: Dragon Annual 1 (1996); pg. 72

Description: A land of steppes populated by nomadic horsemen with several different varying nations and cultures, each distinct from the other.

BARBARIAN SEAMEAST

Regional Coordinator: Brian "Cebrion" McRae

Reference: Dragon Annual 1 (1996); pg. 72

Description: A windswept land covered with primeval forests where fiery but convivial tribesmen dwell. Ruled by petty barbarian lords, exiled robber barons, and soldiers of fortune where mages are rare, mistrusted, and usually not so good, and clerics are held

in awe, but where the rule of the sword is the norm.

CELESTIAL IMPERIUM

Regional Coordinator(s): To be announced, currently Rick "Duicarthan" Miller

Reference: Dragon Annual 1 (1996); pg. 72

Description: A vast feudalistic nation with a hard-working peasantry ruled by a complex bureaucracy. This area resembles a good-version of the Great Kingdom just recovering from centuries long divisions. Has some oriental flavor to it like medieval China or Mongolia, but this should not be the direction this area takes. Just good reference material.

Placeholder names for Celestial Imperium:

The Axe Coast (southern coast)

Celestial Court of Tsukhalli (central area, and core of the Imperium)

Duchy of Tzong (region under the mountains, near the wall)

Duchy of Szain (borders Baklhaut Mountains)

Duchy of Nwang (borders Dragonspine Mountains under the Lower Khanate)

Duchy of Tsain (beleagured nation that is directly below the Wall of Tsain, named after the legendary warrior who defended the Celestial Imperium from the orcish hordes)

March of Myrchang (borders Zahind)

March of Zhatana-kiri (below Nwang, borders Celestial Sea)

March of Zhang-kiri (west of Darak Urtag)

Marketa Coast (the coast closest to the realm of giants)

Upper Khanate of Nweng (seceded several centuries ago; A land peopled by two tribes of sturdy nomads. The inlanders resemble the horsemen of the Balkanish Basin, but on the coast they take to boats.)

Lower Khanate of Nwong (seceded several centuries ago; A companion realm to the *Upper Khanate*; named more for its

location in a deep vale below the mountains than for any inferior status. A hidden valley reputedly contains the tombs of khans from both realms.)

Wall of Tsian: A massive fortification separating the Celestial Imperium from Darak Urtag, a formidable deterrent to anyone but the king of Darak Urtag. The Imperium has begun another, even grander wall farther west.

DRACONIS ISLAND (DRAGON'S ISLAND)

Regional Coordinator(s): To be announced.

Reference: Dragon Annual 1 (1996); pg. 72

Description: Tales from the Celestial Imperium speak of a land ruled by a dragon prince. If such a place exists, it probably lies here.

DARAK URTAG (ORCREICH)

Regional Coordinator: Nicholas Logue

Reference: Dragon Annual 1 (1996); pg. 72

Description: A nation of humanoids all vying for power of the Obsidian Throne, Currently ruled by a tyrannical orchish king. The orcs seem to thrive under the brutal regime. Hundreds of thousands of humanoid tribes live here and constantly make war with one another and with their neighboring nations.

DESPOTIC REALM OF THE GIANT KINGS (GIGANTEA)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: A land populated by giants, or so I've heard tell.

DRACONIC EMPIRE OF LYNN

Regional Coordinator: To be announced, may be getting info on Rob J. Kuntz on this area

Reference: Dragon Annual 1 (1996); pg. 72

Description: A sea of burning sands fill most of Oerik's western end. The fabled city of Lynn, perhaps settled by seafarers

NATIONS AND EMPIRES

from the Flanaess, has grown rich from coastal trade and the desert's mineral wealth. This region is obsessed with dragons and draconic lore and may in fact some dragon leaders.

EGYPT, HOLY KINGDOM OF

Regional Coordinator: David "bubbagump" Coalter and Isaak "Theocrat" Haywood

Reference: Dragon Annual 1 (1996); pg. 72

Description: An arid land ruled by a dynasty of priest kings. Has some *Egyptian-like* origins that focuses on moon deities and mythos. (Heavy on mythology and mystics.)

FEY REALM OF FALLEN LEAVES (RAVILLA, ELVEN LANDS)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72, Chainmail?

Description: It seems that eleven seafarers crossed to Solnor Ocean millennia ago and established a kingdom upon this peninsula. Ancient elven kingdom of the west.

FIRELAND ISLANDS

Regional Coordinator: Anced Math and Terrance "abysslin" Hunt

Reference: Dragon Annual 1 (1996); pg. 72

Description: A land not unlike the Hellfurnaces region of the Flanaess. Volcanoes and geysers sprout amid glaciers. A hardy folk dwells among the coastal fjords.

GEITSAKURU DOMINION (NIPPON DOMINION)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: A protectorate only recently conquered by the warriors of Nippon.

HYPERBORIA

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: An icy continent whose interior holds Oerth's north pole and secrets even I have not fathomed. A semi-permanent bridge of ice connects the land to Oerik proper, but the crossing is treacherous at best.

NIPPON

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: A densely populated island nation of fishermen, warriors, and poets. Unsure of the place's real name.

PLAINS OF THE ENLLAVES TRIBES

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: A land of proud desert nomads who eke out a living on a high plateau that escapes the worst heat of the sand sea. A few tribes-men live in mud-brick towns built around central squares that contain steep-sided pyramids. I have never learned whether the pyramids serve as monuments, tombs, temples, or something else altogether.

POLARIA

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: Not a land mass at all, but a collection of islands locked in a semi-permanent ice cap.

REPUBLIC OF ISHTAR (ISHTARLAND)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: A land watered by southern storms and at least two great rivers. The city of Ishtar vies with the merchants of Lynn and the warlords of Tharquish for control of coastal trade.

RHOP, THE EXALTED IMPERIUM OF CRIMSON THRONE (RED

KINGDOM)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: This land is so named for the color of its rocks. Its inhabitants remain unknown to me. This nation was once the former homeland to the Rhennee, who are now slaves with little or no memory of their past.

SPLINTERED MARCHES (KINGDOMS OF THE MARCHES)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72, Chainmail?

Description: A temperate land filled with princely states. Perhaps another locale colonized by seafarers from across the Solnor.

SUNELA COAST

Regional Coordinator: Tal Meta

Reference: Dragon Annual 1 (1996); pg. 72

Description: A rugged coastal land ruled by Suel who fled the Sea of Dust.

THARQUISH, ANNEXED DOMAINS OF (THARQUIS DOMINIONS)

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: An ancient protectorate of the Tharquish Empire.

THARQUISH EMPIRE

Regional Coordinator: To be announced

Reference: Dragon Annual 1 (1996); pg. 72

Description: An island nation of seafarers who have ambitions that extend to the neighboring continents.

ZAHINDIA

Regional Coordinator: Steven "Wolfsire" Sweikert

Reference: Dragon Annual 1 (1996); pg. 72

Description: A tropical land where rich cities rise from steaming jungles.

MOUNTAINS, SEAS, AND MAJOR GEOGRAPHICAL AREAS

BAKLHAUT MOUNTAINS

Reference: Dragon Annual 1 (1996); pg. 72

Description: The large mountain range to the west separating Bakluni West from the Celestial Imperium and Darak Urtag.

BLACK SEA OF THUNDER

Reference: Dragon Annual 1 (1996); pg. 72

Description: A smaller, but no less violent, companion to the Sea of Storms.

CELESTIAL SEA

Reference: Dragon Annual 1 (1996); pg. 72

Description: A warm shallow gulf where merchants from Erypt and the Imperium ply their trades.

DRAGONSPINE MOUNTAINS

Reference: Dragon Annual 1 (1996); pg. 72

Description: The largest mountain chain on Oerth, some portend that its origins are not entirely natural.

GULF OF ISHTAR

Reference: Dragon Annual 1 (1996); pg. 72

Description: The privateers of Tharquish and the fleets of Ishtar vie for control here.

GULF OF AMUN RA

Reference: Dragon Annual 1 (1996); pg. 72

Description: A deep body reputed to hide a kingdom of sahuagin.

JOTHUNHEIM SEA

Reference: Dragon Annual 1 (1996); pg. 72

Description: A frigid body of water littered with icebergs. Giants ply the waters in great drakkars.

MARE MYSTICUM

Reference: Dragon Annual 1 (1996); pg. 72

Description: The gulf between Fireland and Thalios.

OCEAN OF STORMS

Reference: Dragon Annual 1 (1996); pg. 72

Description: A region of gray sea lashed by endless tempests.

OCEANUM TITANICUM

Reference: Dragon Annual 1 (1996); pg. 72

Description: The eastern-most extent of what you know as the Solnor ocean.

OLVENAMBER FOREST (ELVANIAN FOREST)

Reference: Dragon Annual 1 (1996); pg. 72

Description: An enclave of lofty trees clinging to foothills rising from the desert below. Elves and other wild sylvan races dwell here.

PEARL SEA

Reference: Dragon Annual 1 (1996); pg. 72

Description: So named for the rich pearl beds found on Nippon's eastern shores.

SEA OF HYPERBORIA

Reference: Dragon Annual 1 (1996); pg. 72

Description: An ice-choked stretch of deep water where the coastal tribesmen of the High Khanate hunt and fish from hide boats.

NIPPONEI SEA (SEA OF NIPPON)

Reference: Dragon Annual 1 (1996); pg. 72

Description: A body of water made infamous by freak storms and enormous sea monsters - if the tales prove true.

SEA OF THE DRAGON KINGS

Reference: Dragon Annual 1 (1996); pg. 72

Description: A deep arm of the pearl sea noted for its cobalt blue waters and teeming coral reefs.

Others to be added as they are detailed out.